

ABSTRACT

The present invention includes a method for making a realistic three-dimensional animal decoy. The method includes steps of photographing an array of views of an animal that is to be the subject of the decoy. The photographic views are arranged to make a flattened, aerial view of the animal. A screen is prepared that receives the view. The screen is positioned over a three-dimensional vacuum mold, and, with application of heat and pressure, is permanently formed into a three-dimensional animal shell decoy that has photographically realistic features.